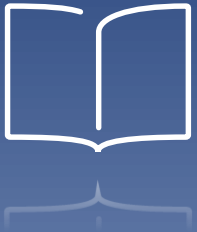


# Neighborhood-based Graph Neural Networks

Prof. O-Joun Lee

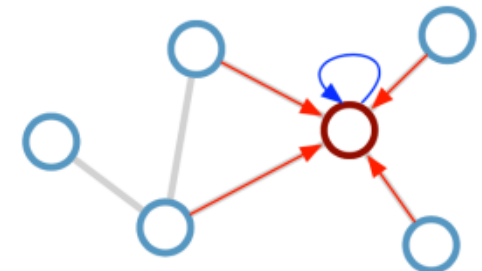
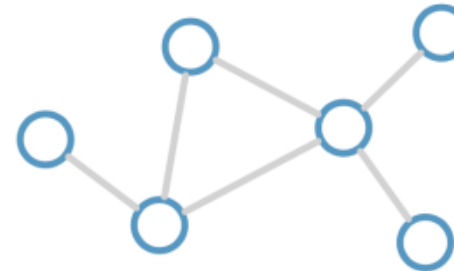
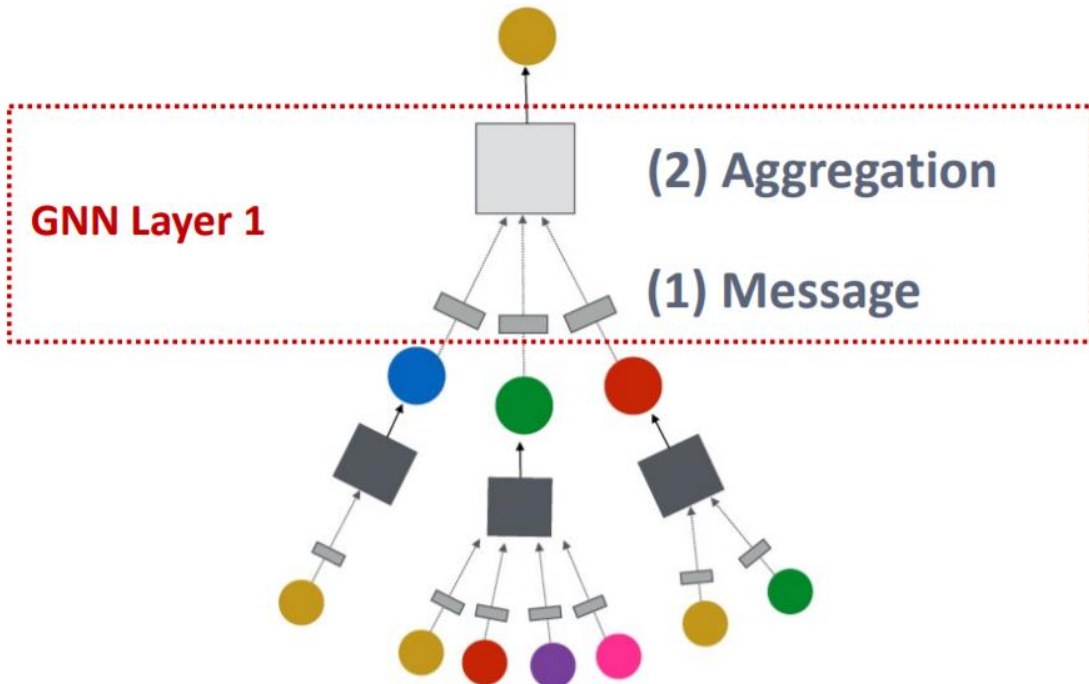
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- MPNNs and Color refinement
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  - Equivariant Subgraph Aggregation Networks

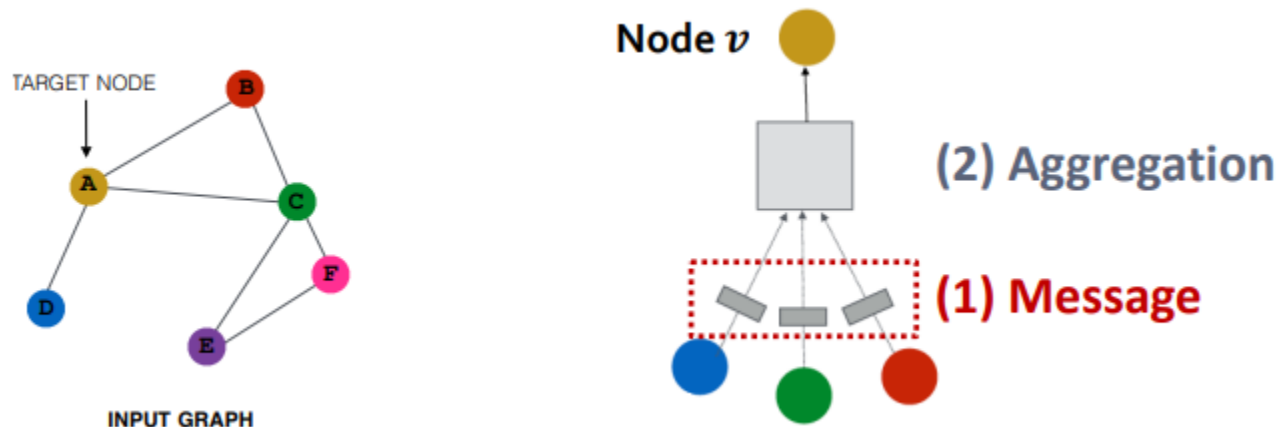
- GNN Layer = **Message + Aggregation**
  - Message COMPUTATION
    - how to make each neighborhood node as embedding?
  - Message AGGERGATION
    - how to combine those embeddings?



Update rule: 
$$\mathbf{h}_i^{(l+1)} = \sigma \left( \mathbf{h}_i^{(l)} \mathbf{W}_0^{(l)} + \sum_{j \in \mathcal{N}_i} \frac{1}{c_{ij}} \mathbf{h}_j^{(l)} \mathbf{W}_1^{(l)} \right)$$

- Intuition: Each node will create a message, which will be sent to other nodes later
- Example: A Linear layer  $\mathbf{m}_u^{(l)} = \mathbf{W}^{(l)} \mathbf{h}_u^{(l-1)}$ 
  - Multiply node features with weight matrix  $\mathbf{W}^{(l)}$

**Message function:**  $\mathbf{m}_u^{(l)} = \text{MSG}^{(l)} \left( \mathbf{h}_u^{(l-1)} \right)$

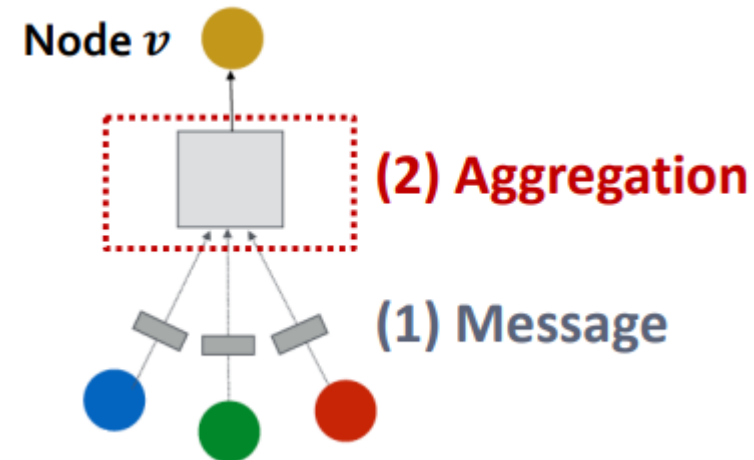
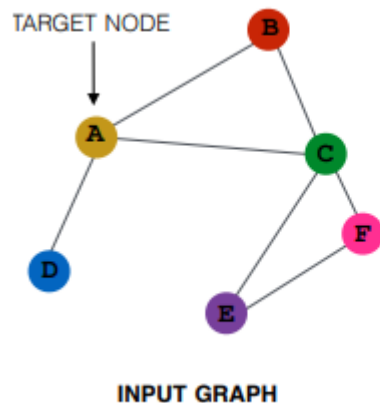


- Intuition: Each node will aggregate the messages from node  $v$ 's neighbors

$$\mathbf{h}_v^{(l)} = \text{AGG}^{(l)} \left( \left\{ \mathbf{m}_u^{(l)}, u \in N(v) \right\} \right)$$

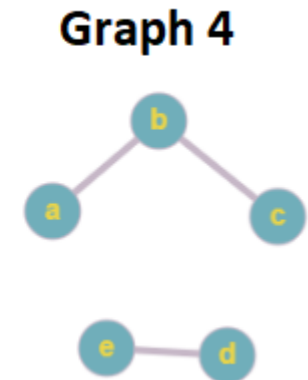
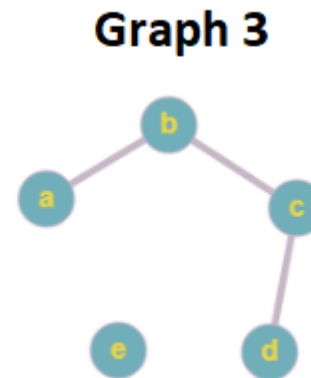
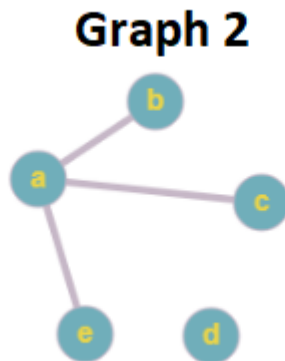
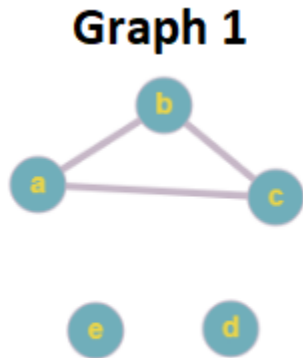
- Example: Sum( $\cdot$ ), Mean( $\cdot$ ) or Max( $\cdot$ ) aggregator

$$\mathbf{h}_v^{(l)} = \text{Sum}(\{\mathbf{m}_u^{(l)}, u \in N(v)\})$$

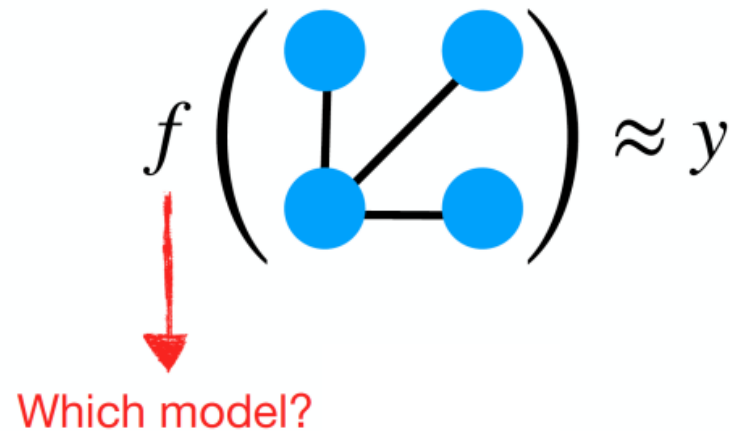




- **Do similar graphs really have the same label?**
  - The Graph Classification problem and the Graph Isomorphism problem are not the same.
  - Graph Isomorphism can be judged as isomorphic if the positions on the vector are close, but Graph Classification adds an element called "Label" to the graph, so that it is classified by the same Label, not by position.

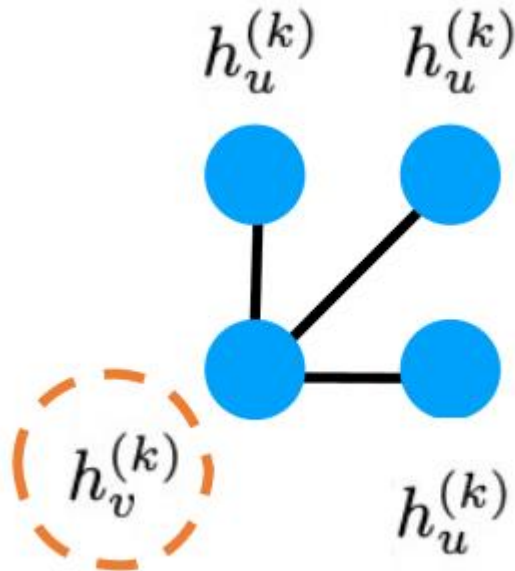


- Training data:  $(G_1, y_1), \dots, (G_m, y_m)$
- Each graph  $G_i$  consists of:
  - Node feature  $x_i \in R^d$
  - Label  $y_i \in \{-1, 1\}$
- **Goal:** Find a model that maps graphs to output labels



- Parametric neighborhood aggregation layers

$$\text{msg}_v^{(k)} = \text{AGGREGATE}(\{h_u^{(k)} : u \text{ neighbor of } v\}),$$
$$h_v^{(k+1)} = \text{COMBINE}(h_v^{(k)}, \text{msg}_v^{(k)}).$$



$$f \left( \begin{array}{cc} \bullet & \bullet \\ | & / \\ \bullet & \bullet \end{array} \right) \approx y$$



Which model?

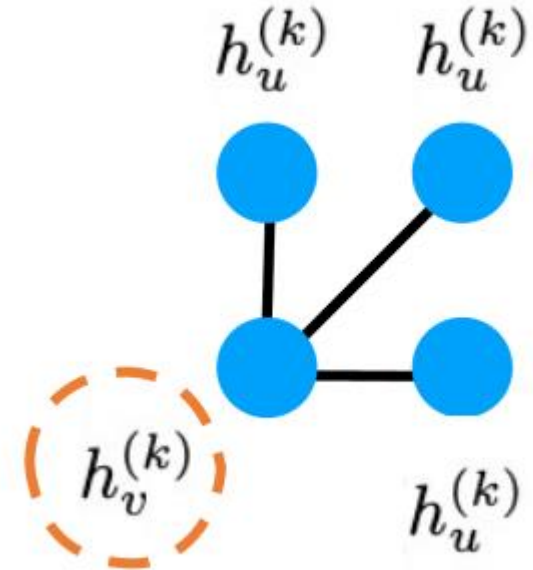


- Parametric neighborhood aggregation layers

$$\text{msg}_v^{(k)} = \text{AGGREGATE}(\{h_u^{(k)} : u \text{ neighbor of } v\}),$$
$$h_v^{(k+1)} = \text{COMBINE}(h_v^{(k)}, \text{msg}_v^{(k)}).$$

- Final graph representation aggregates all node features

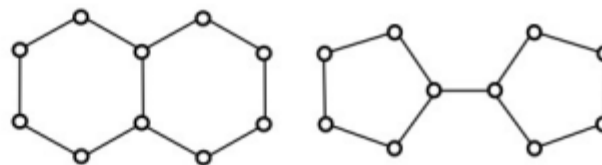
$$h_{\text{graph}} = \text{Aggregate}(\{h_u^{(K)} : k = 1, \dots, n\})$$



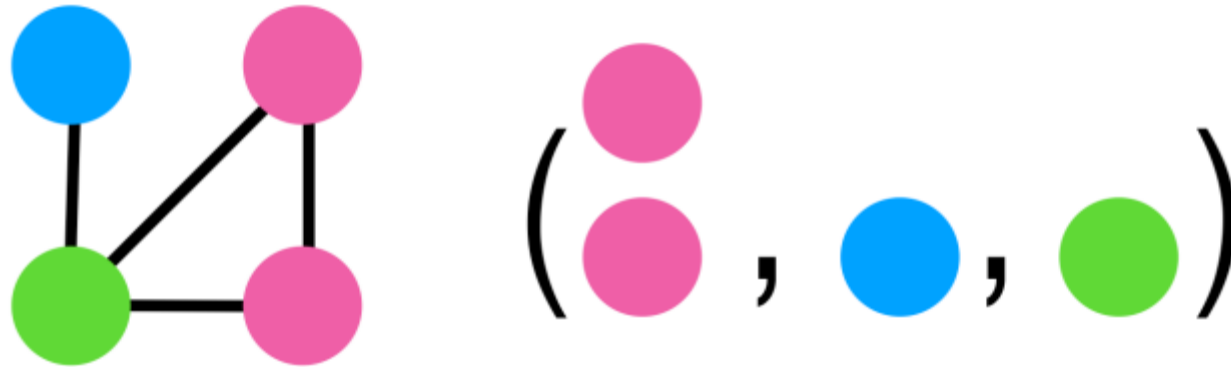
- **Question:** What is the expressive power of MPNNs?
- Given two non-isomorphic graphs  $G_1, G_2$
- Can we find an MPNN  $f(\cdot)$  such that:

$$f(G_1) \neq f(G_2)$$

No!

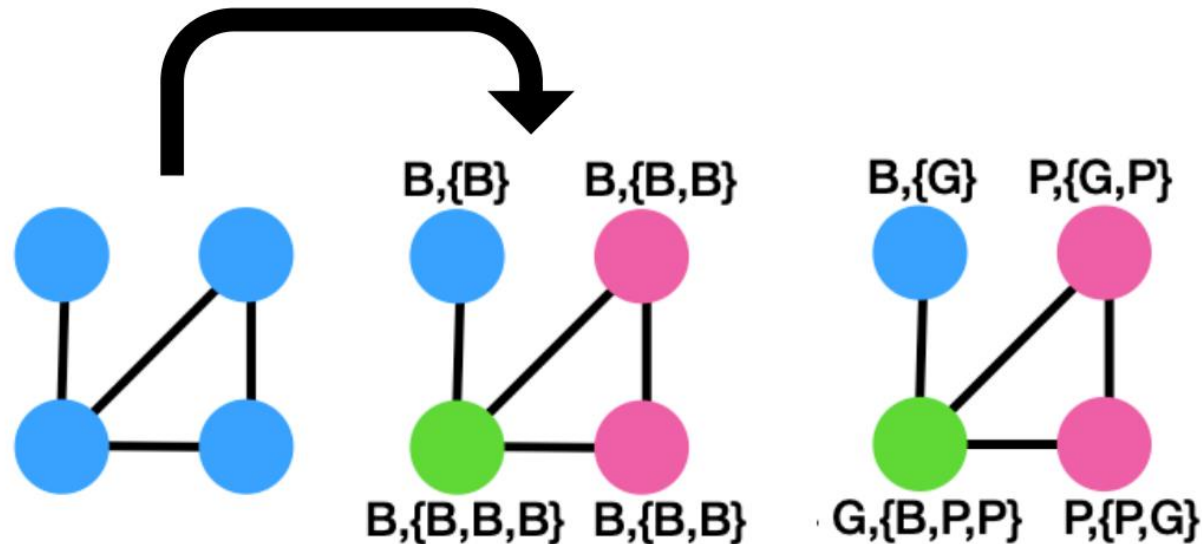


- MPNNs are closely related to the color refinement algorithm
- An efficient heuristic for graph isomorphism testing
- Also known as the **Weisfeiler-Lehman (WL)** graph isomorphism test

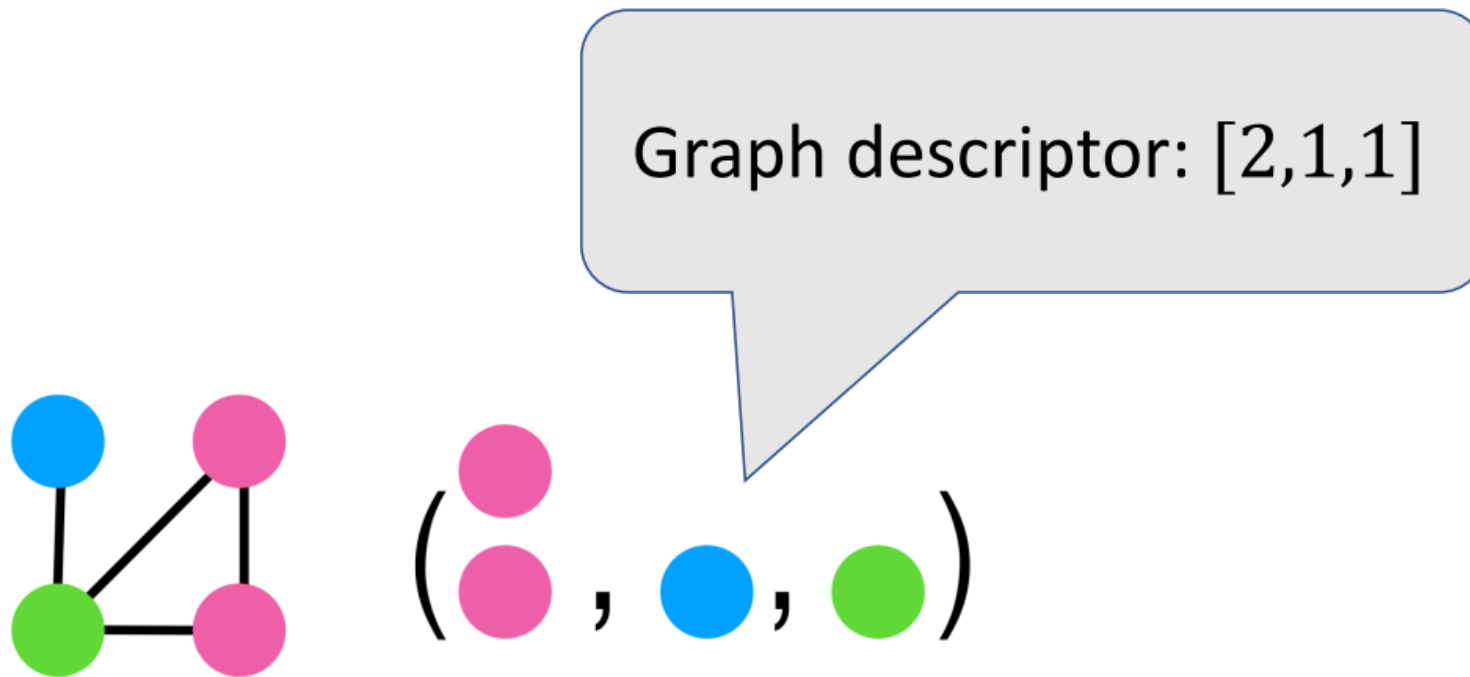


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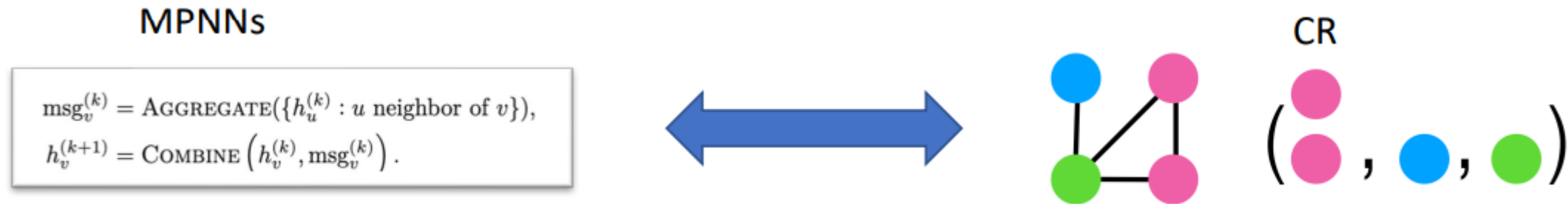
New color := [old color; {colors of neighbors}]



- Final graph descriptor: Color histogram



- [Morris et al 2019, Xu et al. 2019]: MPNNs are equivalent to CR (1-WL)

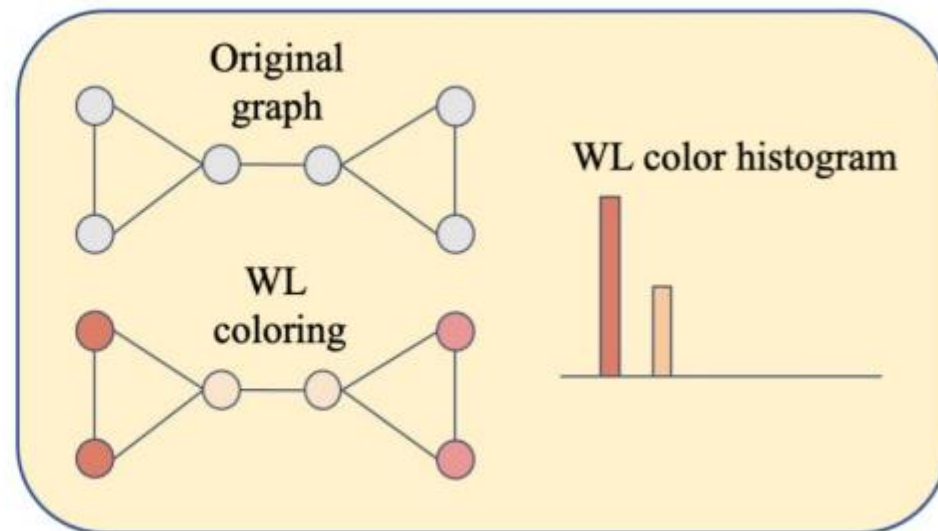
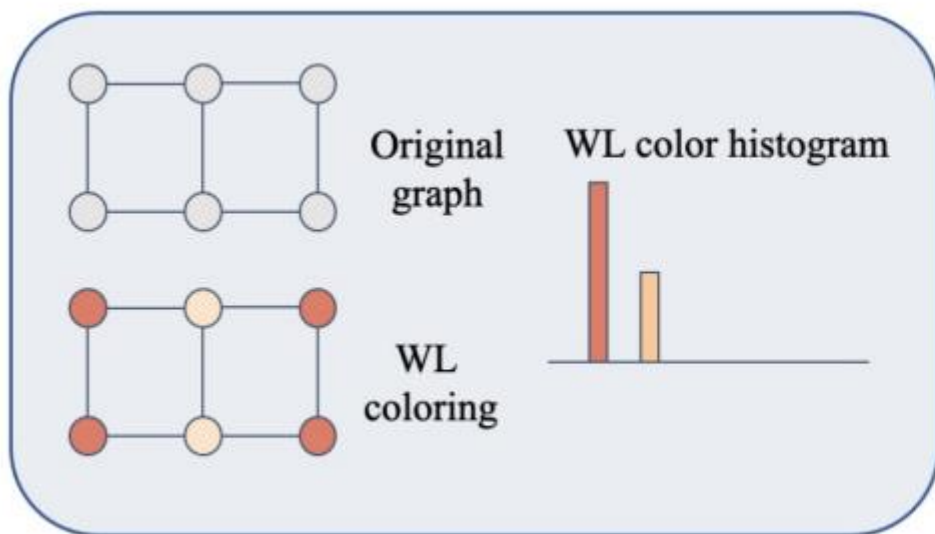


- k-WL: Higher-order, more powerful generalizations forming a hierarchy:

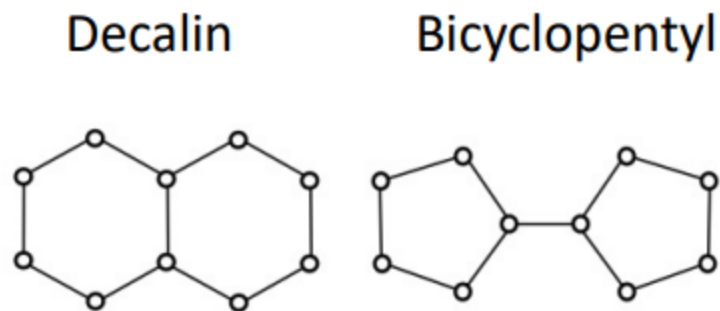
$$1\text{-WL} < 3\text{-WL} < 4\text{-WL} < \dots$$



- Learning graph embeddings based on color histogram



- Cannot assign different labels to different graphs

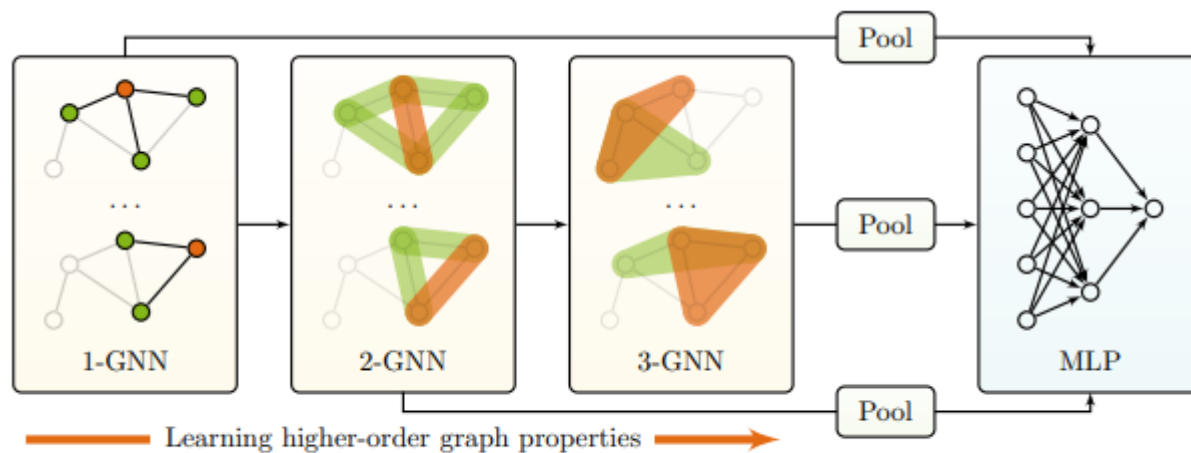


- **Also:** we might not be able to learn the “correct” features
  - For example: MPNNs Cannot detect rings

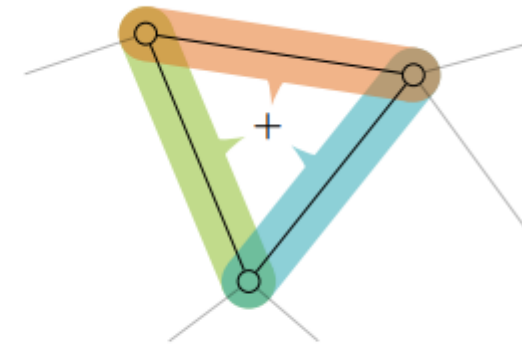
- k-GNNs/k-IGNs/ k-hop
  - High computational complexity [Morris et al., 2019, 2020; M. et al., 2019]
- Random node features
  - Experimental results are not great [Abboud et al., 2020, Sato et al., 2021]
- Subgraph-based networks

## ➤ **k-GNNs as powerful as k-WL**

- High computational complexity [Morris et al., 2019, 2020; M. et al., 2019]
- Objective: aggregating the high-order information (edges, triangle, ..)



(a) Hierarchical 1-2-3-GNN network architecture



(b) Pooling from 2- to 3-GNN.

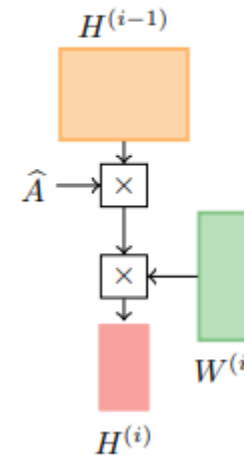
## ➤ How about **k-hop information**?

- Objective: repeatedly mixing feature representations of neighbors at various distances.

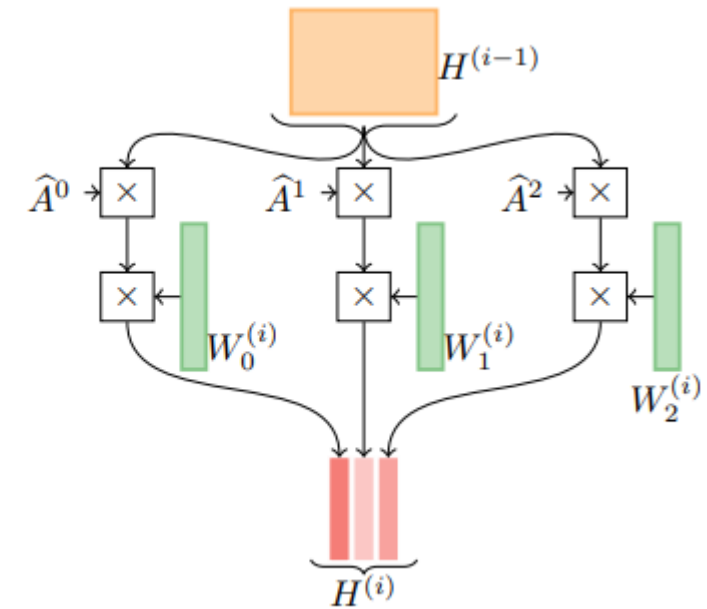
Replacing the Graph Convolution layer:

$$H^{(i+1)} = \bigparallel_{j \in P} \sigma \left( \hat{A}^j H^{(i)} W_j^{(i)} \right),$$

P: is the p-step transition power  
 $\hat{A}^j$ : The normalized matrix at j-step



GCN layer

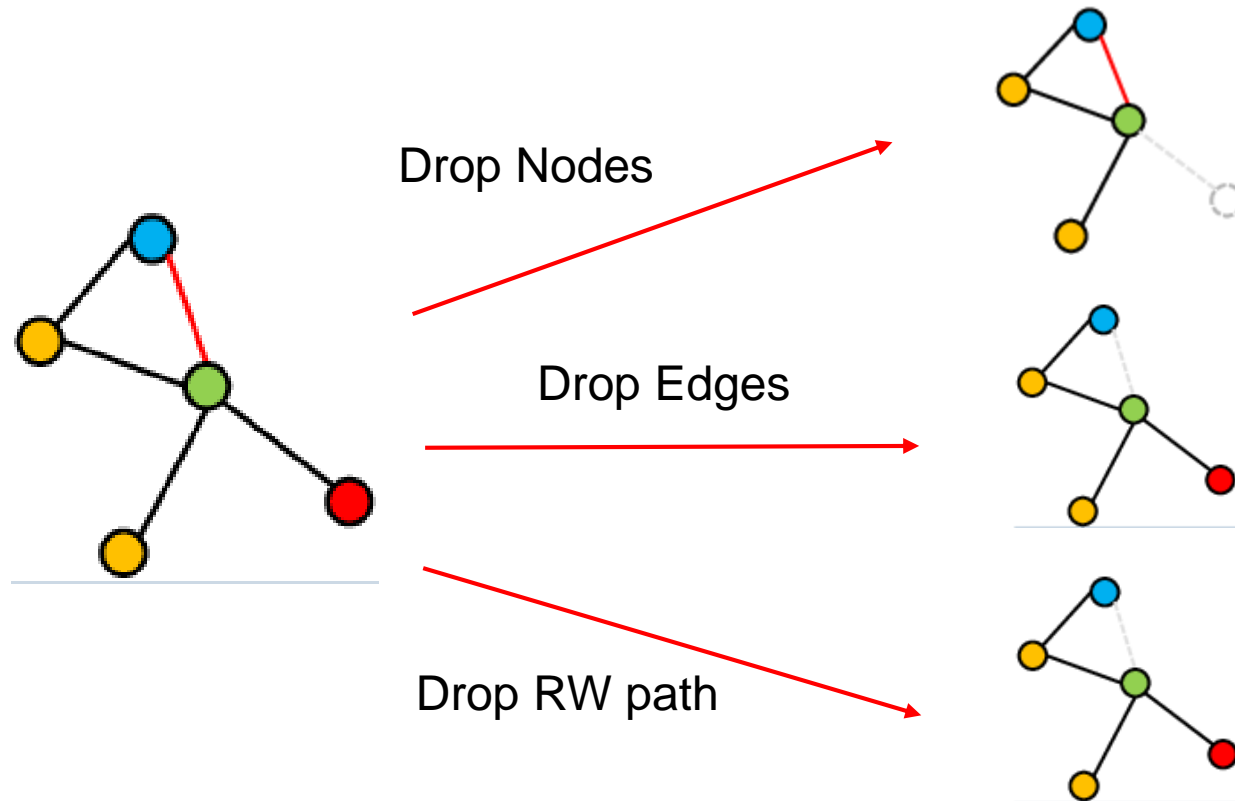


MixHop

- k-GNNs/k-IGNs/ k-hop
  - High computational complexity [Morris et al., 2019, 2020;M. et al., 2019]
- Random node features
  - Experimental results are not great [Abboud et al., 2020, Sato et al., 2021]
- **Subgraph-based networks**

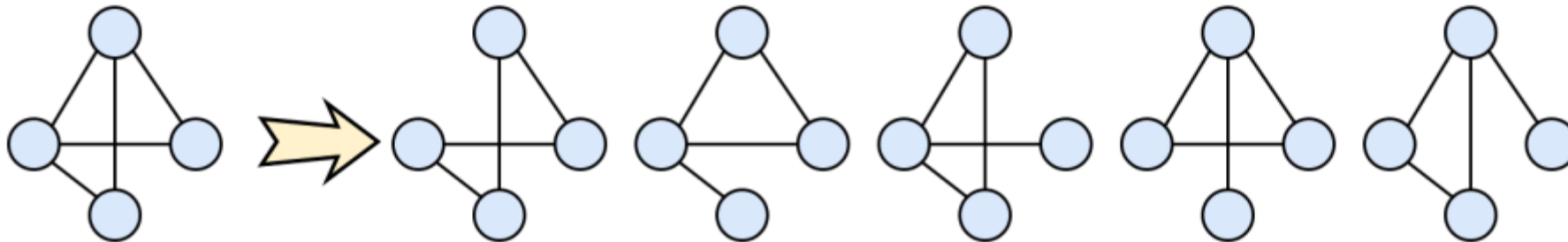


- **Simple methods:** Drop Nodes/Edges/Random walk path in Graphs
  - A simple, yet surprisingly effective, method which randomly removes nodes from the computation graph at each layer of the MPNNs.
  - By doing so, each node sees a different neighborhood of the graph, thereby implicitly creating different subgraph embeddings.

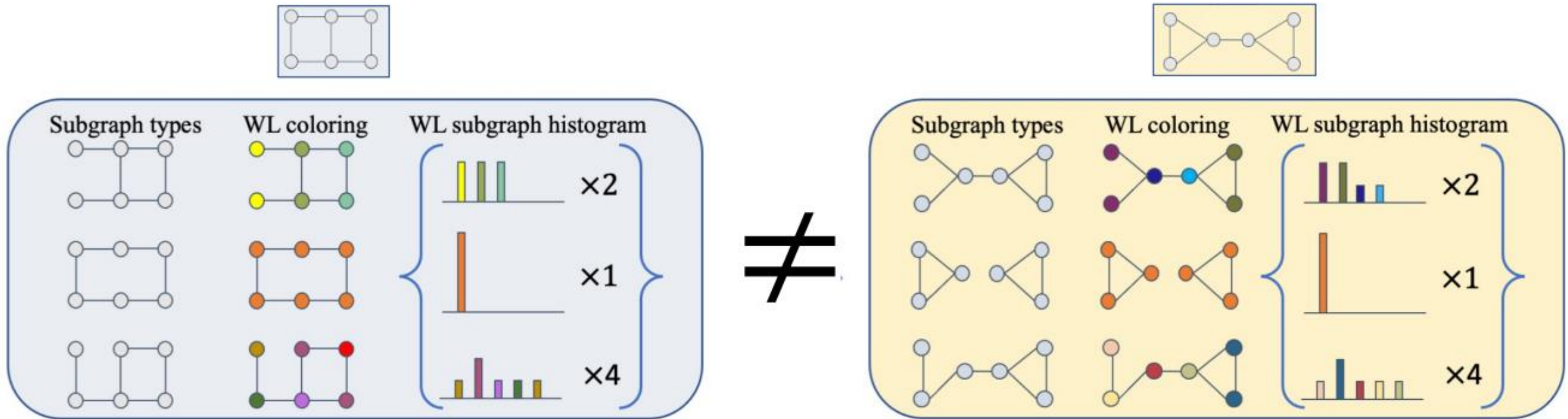


➤ **Main observation:**

we can gain more expressive power by representing a graph as a set of subgraphs.



- **Edge deleted subgraphs:** After deleting edges, we can obtain different WL subgraph histogram



- **Objective:** extend the WL test to a subgraph-based variants
- By extending *stars* (subtrees formed by root nodes with their neighbors) to *subgraphs* (the  $k$ -hop neighborhoods of root nodes), the power of the graph isomorphism test greatly improves, even for small values of  $k$ .

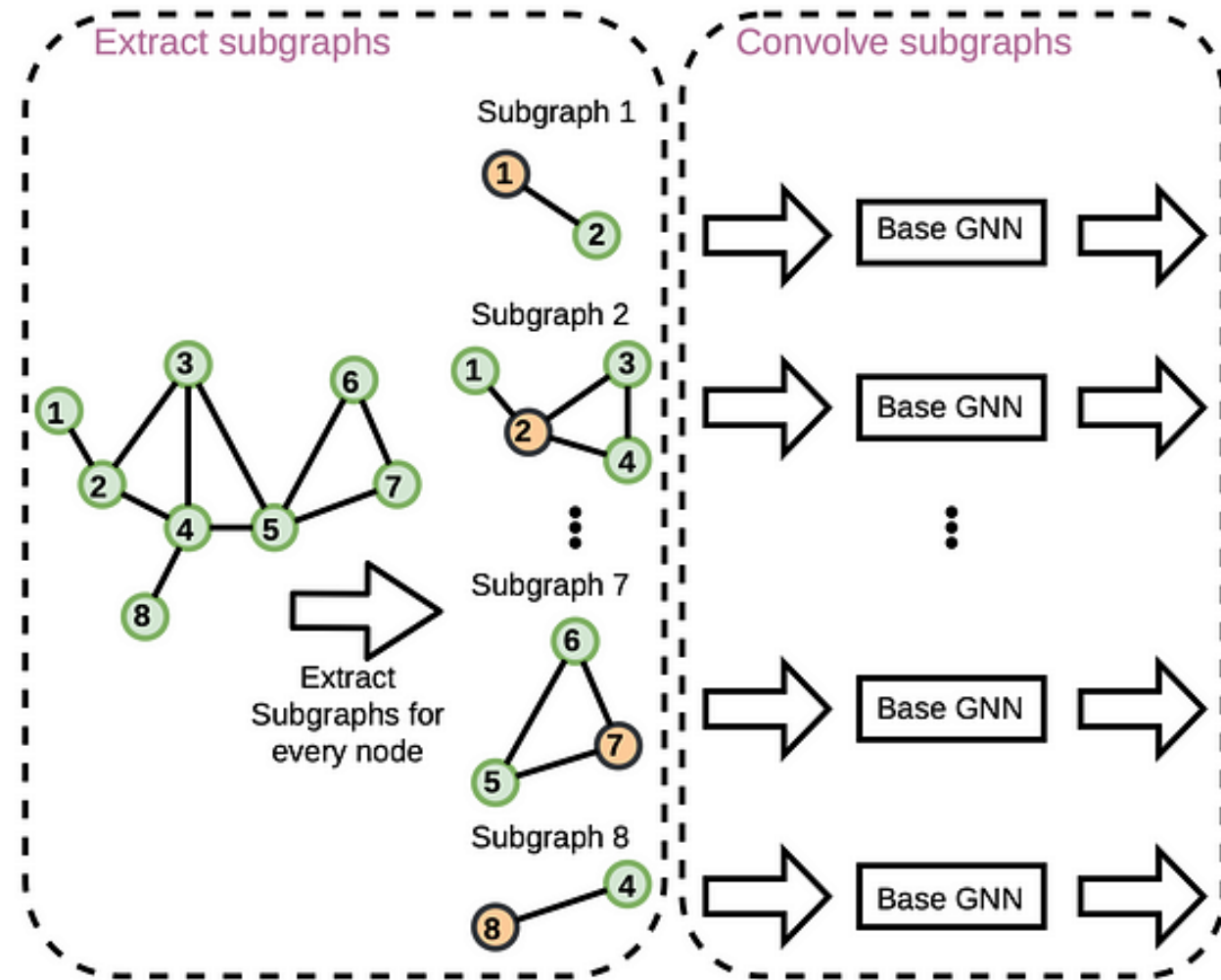
From Start (Vanilla GNNs):

$$c_v^{(t+1)} = \text{HASH}(\text{Star}^{(t)}(v))$$

To Subgraph-1-WL:

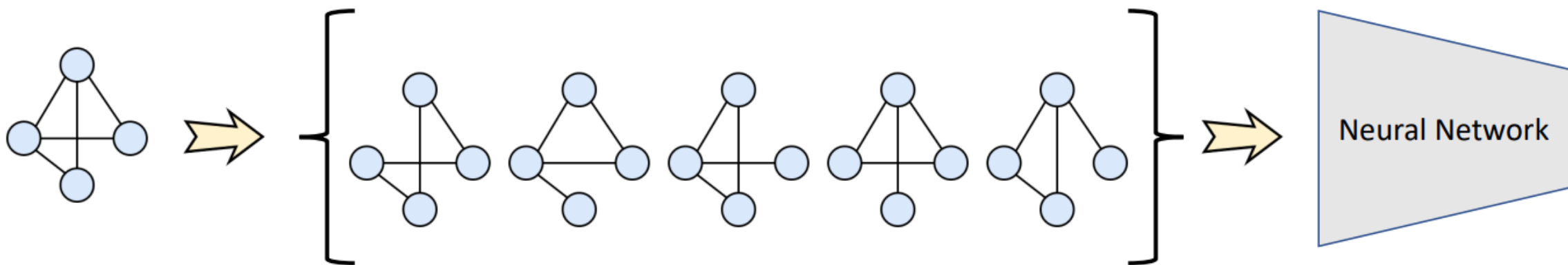
$$c_v^{(t+1)} = \text{HASH}(G^{(t)}[\mathcal{N}_k(v)]), \forall v \in \mathcal{V}$$

where  $\text{HASH}(\cdot)$  is an injective function on graphs.



\* L. Zhao, . From stars to subgraphs: Uplifting any GNN with local structure awareness, ICLR 2022.

- Map a graph into a set (bag) of subgraphs
- Process the bag with a neural network

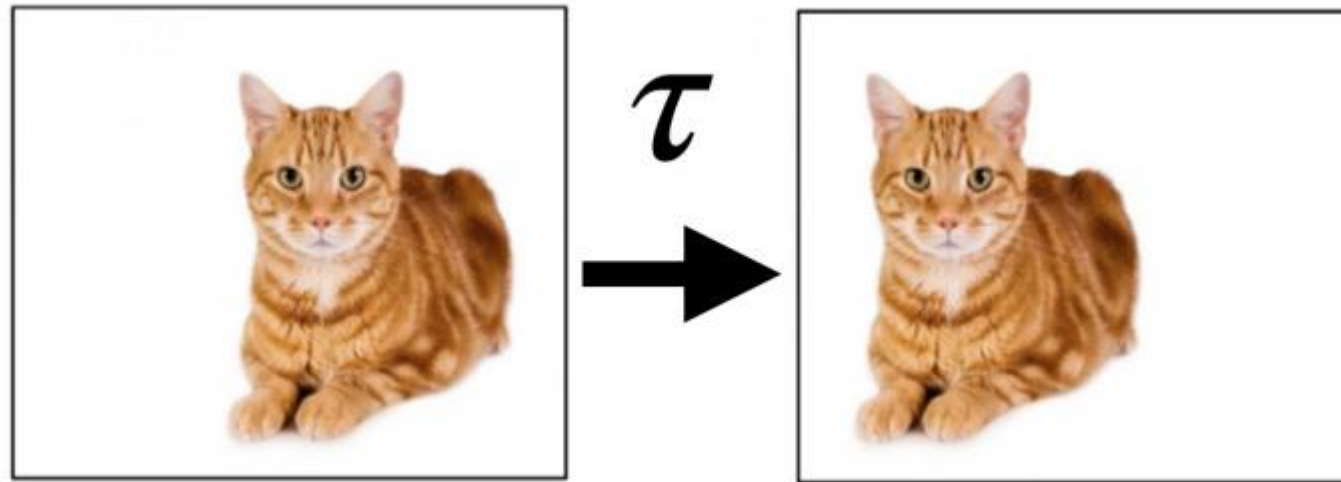


## Two main challenges:

- Architecture: How to process sets of subgraphs?
  - Design layers that respect the resulting symmetry group
- Which subgraph selection policies are useful?
  - ESAN model proposes four simple policies that work well



- Let  $G$  be a group of transformations on our inputs
- A symmetry group  $G$  models transformations that do not change the underlying object, or that we do not care about
- Example: translations of images

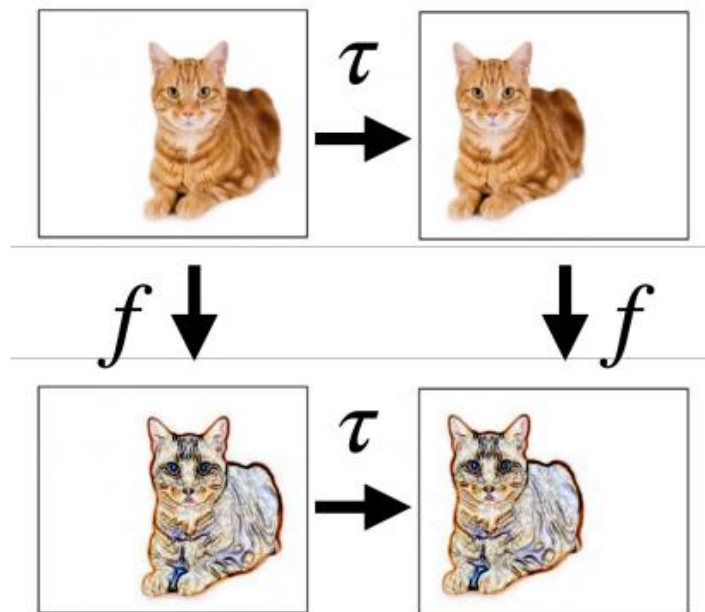


➤ Equivariance as a design principle

- A function  $f$  is called equivariant if:

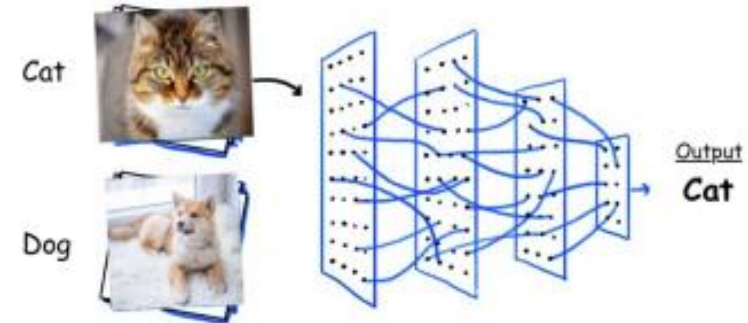
$$f(\tau x) = \tau f(x), \quad \tau \in G$$

- Example: Convolutions / image segmentation are translation equivariant



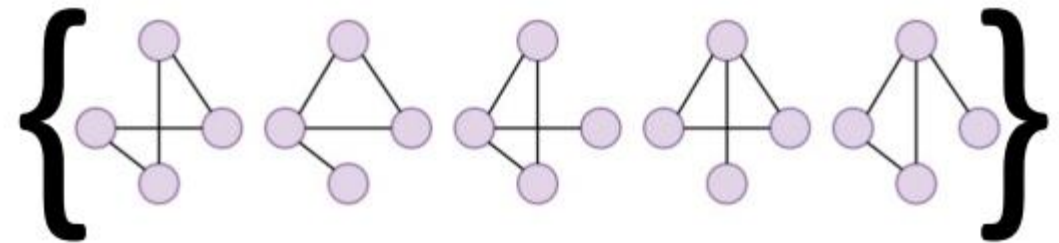
- Prototypical Example: Convolutional Neural Networks

- Input: images
- Symmetry group: 2D translations
- Basic layers: convolutions
- Resulting architecture: CNN



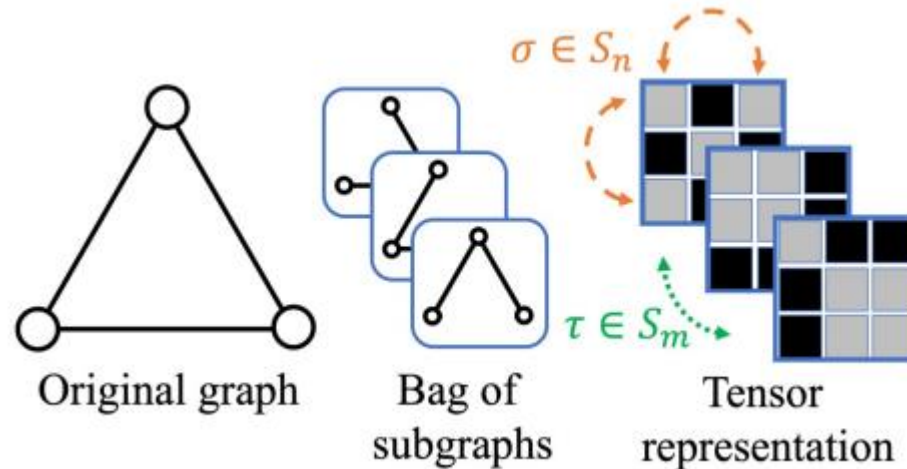
- In graphs:

- Input: sets of subgraphs
- Symmetry group: ?
- Basic layers: ?
- Resulting architecture : ?



## Symmetry for sets of subgraphs:

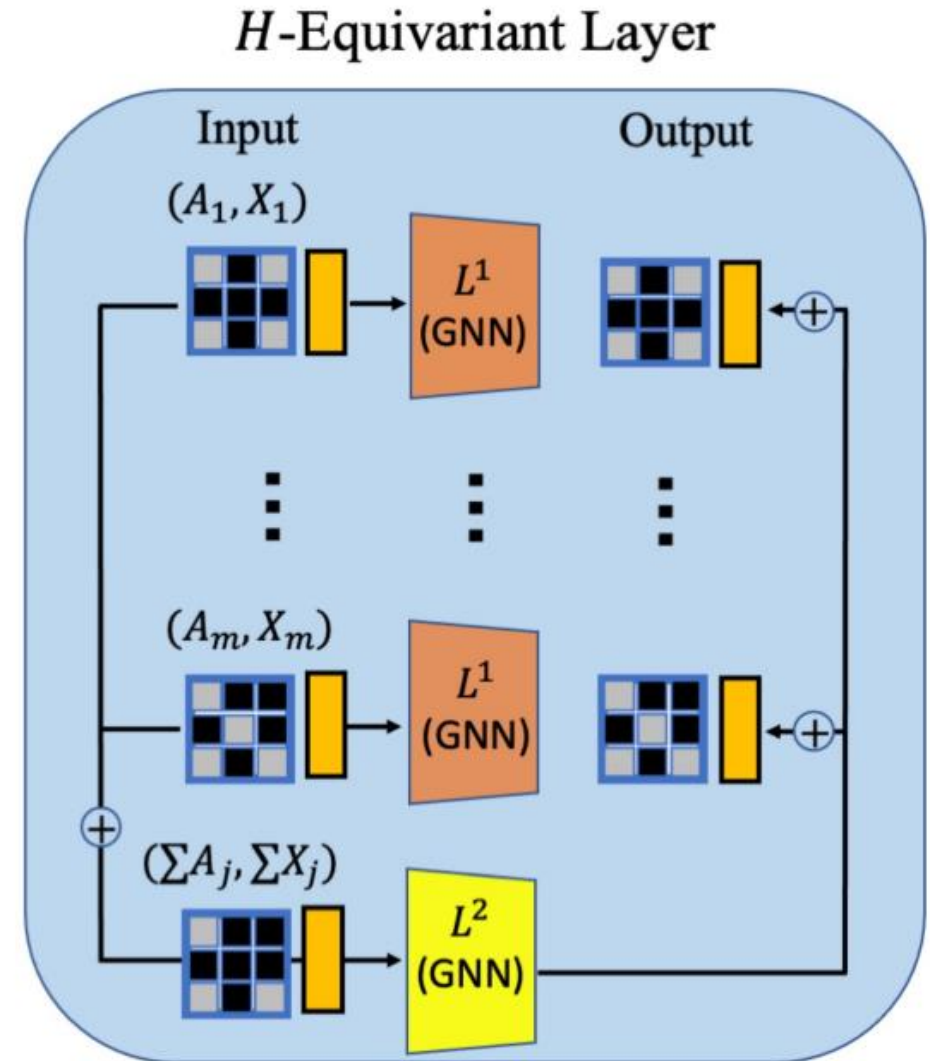
- We have two types of symmetries:
  - Internal graph symmetry
  - External set symmetry
- We know how to handle each one.
  - **Idea: The combination between subgraphs can solve the Equivariance problem**



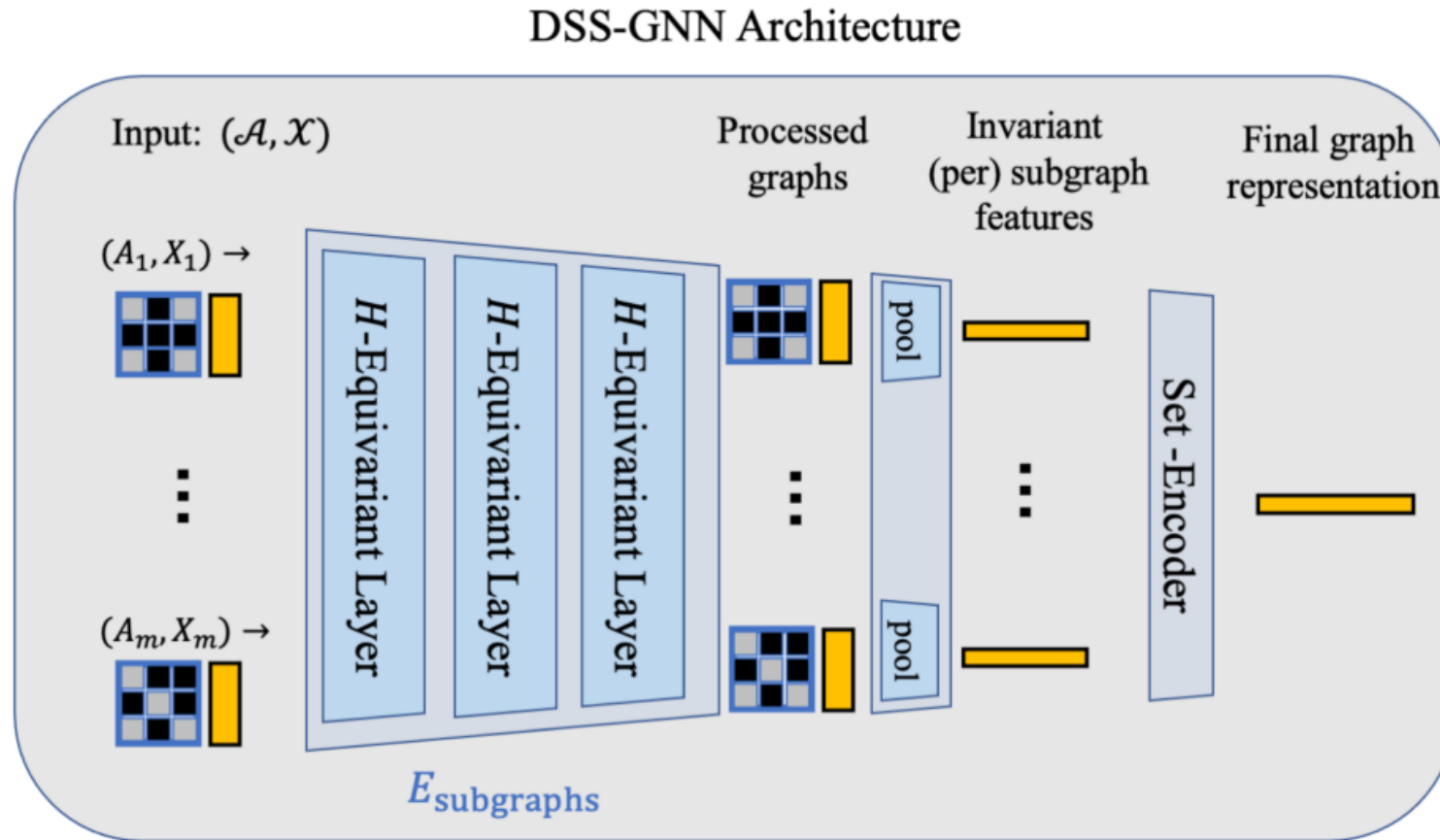
- **DSS-GNN:**
  - $L_1, L_2$  are called the base encoders
  - Usually, we use MPNNs
- **DSS** preserves node alignment

$$L(Z)_i = L_1(z_i) + L_2\left(\sum_{j=1}^n z_j\right)$$

- $\sum A_j, \sum X_j$  can be replaced with any invariant aggregation like max and mean

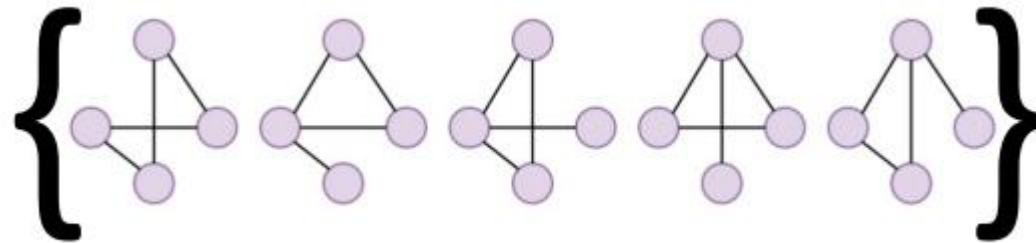


- Learning subgraphs with three Equivariant layers

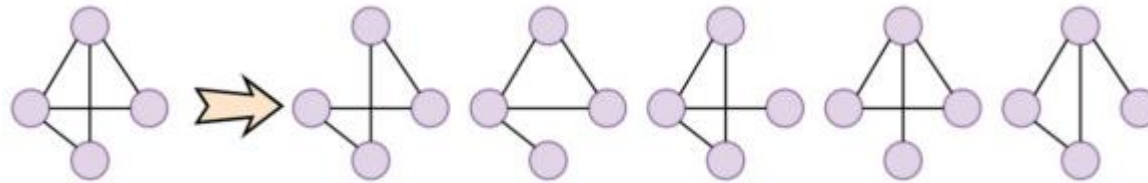




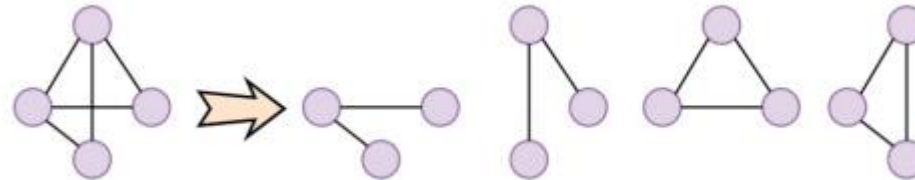
- Two main challenges:
  - Architecture: How to process sets of subgraphs ?
  - We design layers that respect the symmetry of sets of graphs



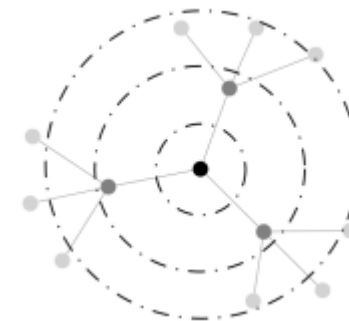
- Subgraph selection policies
  - Edge-deleted subgraphs



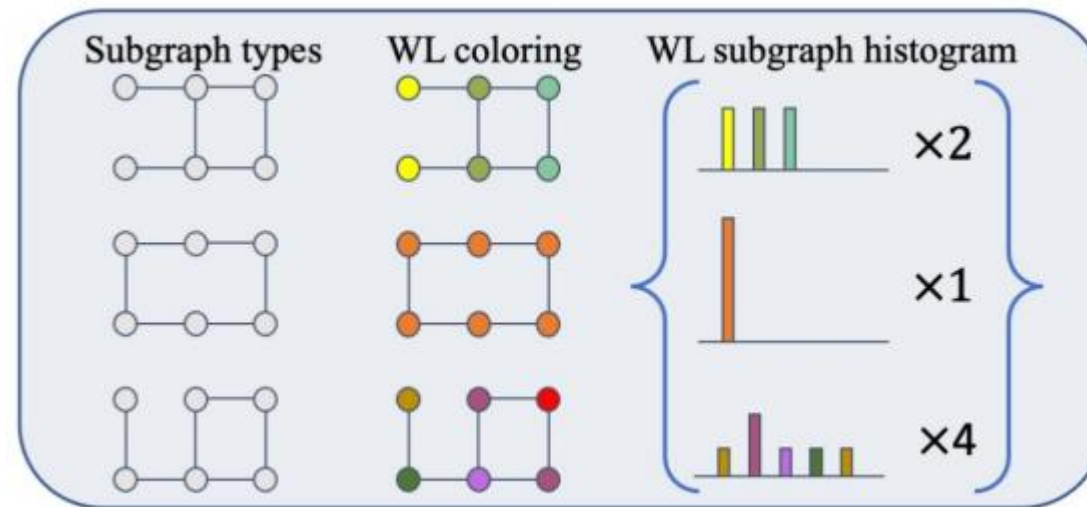
- Node-deleted subgraphs



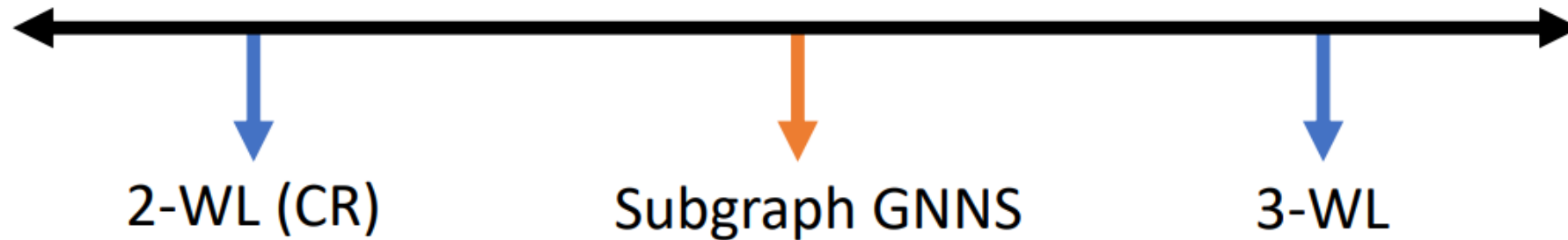
- Ego-networks (with and without root identification)



- Proposition 1 (new WL variant):
  - The architecture can implement a stronger variant of WL (DSS-WL)



- **Theorem:** Subgraph GNNs are bounded by 3-WL expressive power
- Proof: Simulate subgraph GNNs with 3-IGN





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